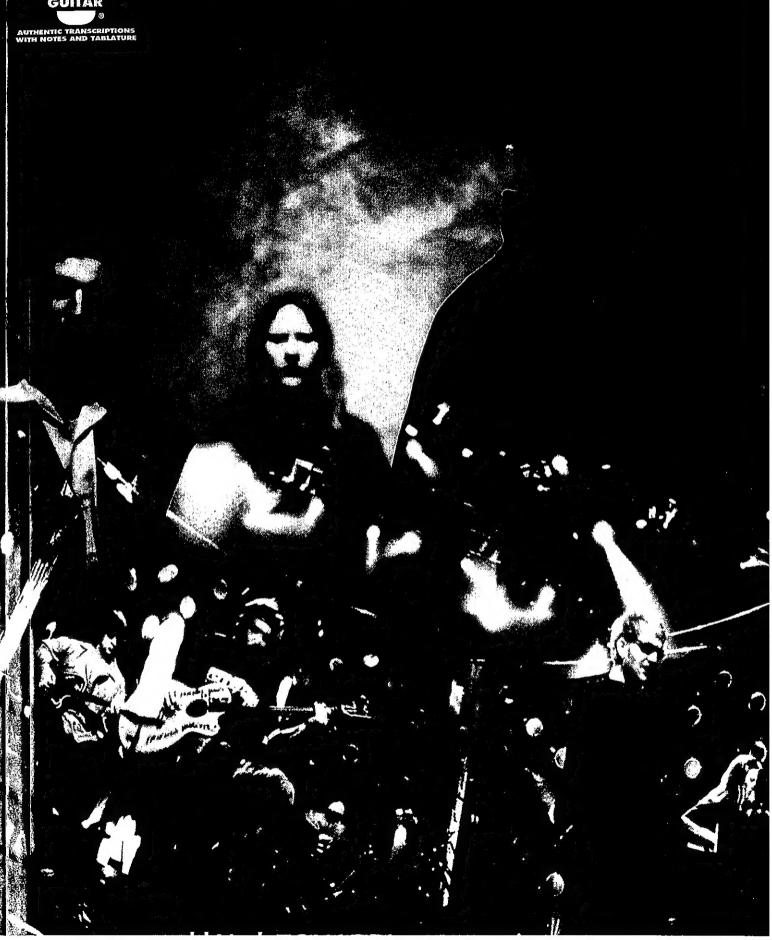


ALICEIN CHAIN:





ALICE IN CHAINS ACOUSTIC

27. ANGRY

10. BROTHER

22. DOWN IN A HOLE

48. FROGS

36. GOT ME WRONG

40. HEAVEN BESIDE YOU

59. KILLER IS ME

14. NO EXCUSES

6. NUTSHELL

53. OVER NOW

30. ROOSTER

16. SLUDGE FACTORY

45. WOULD?

62. GUITAR NOTATION LEGEND

Photos by Danny Clinch

ISBN 0-7935-7240-1



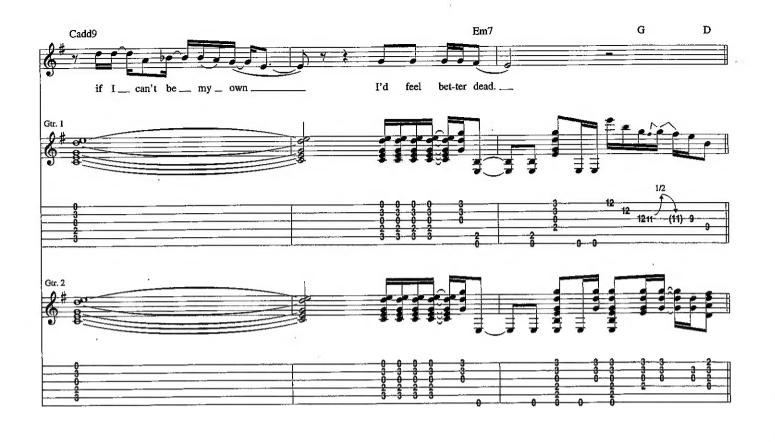
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Nutshell

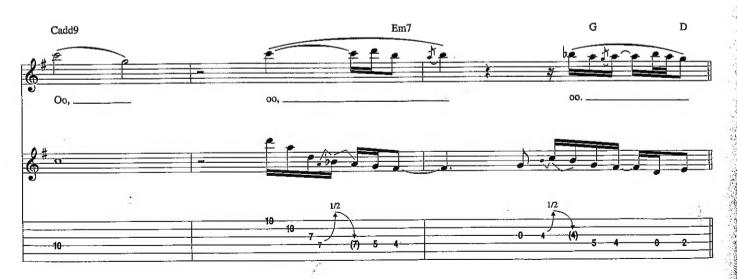
Words by Layne Staley
Music by Jerry Cantrell, Mike Inez and Sean Kinney







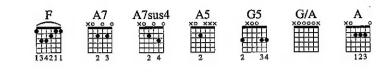






Brother

By Jerry Cantrell



2=Bb 5=Ab

3 = Gb 6 = Eb

Intro
Moderately Slow = 80



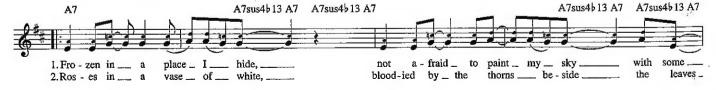
* Key signature denotes A Mixolydian.





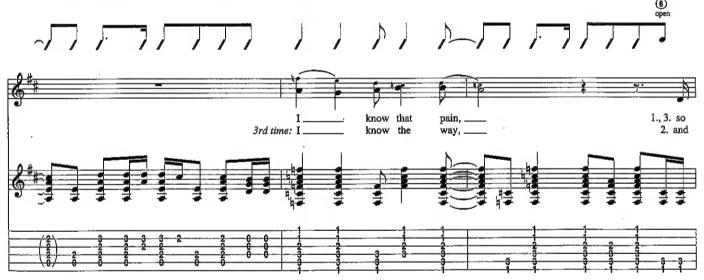
Verse

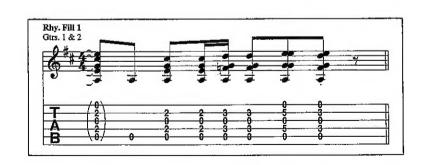
Gtrs. 1 & 2: w/ Rhy. Fig. 1, 3 1/2 times









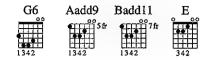


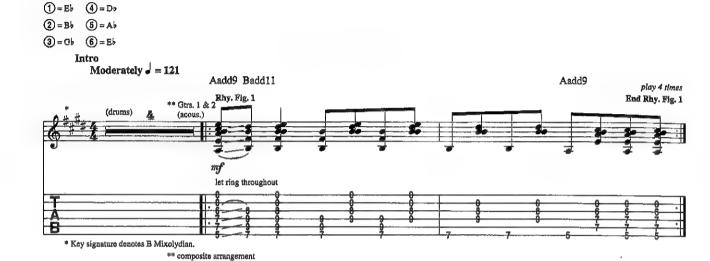


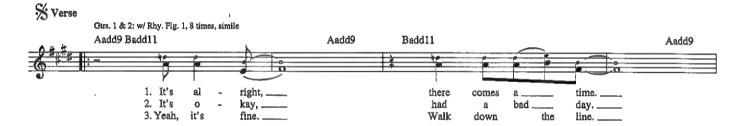


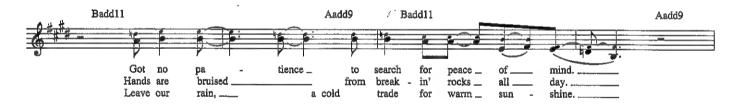
No Excuses

Words and Music by Jerry Cantrell











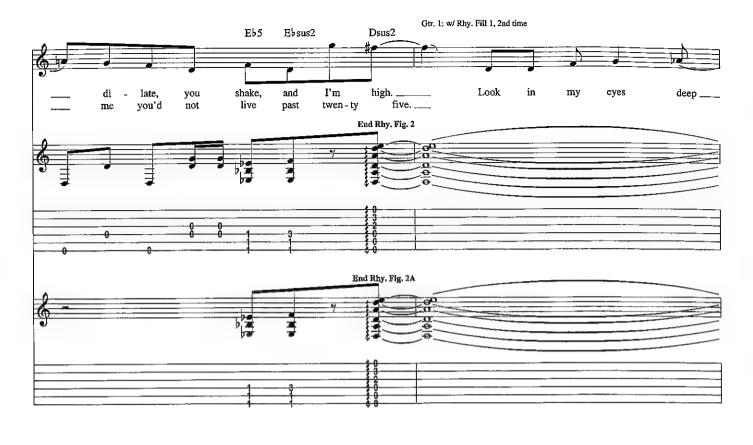


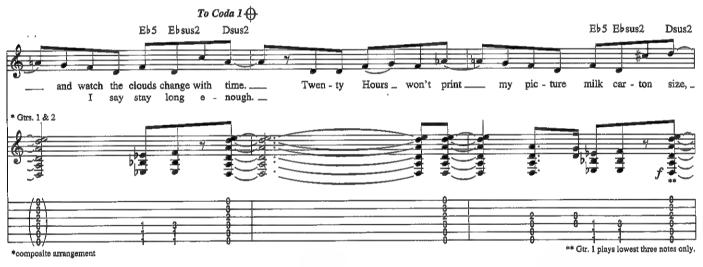
Tune Down 1/2 Step:



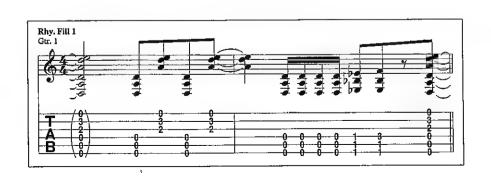
Sludge Factory



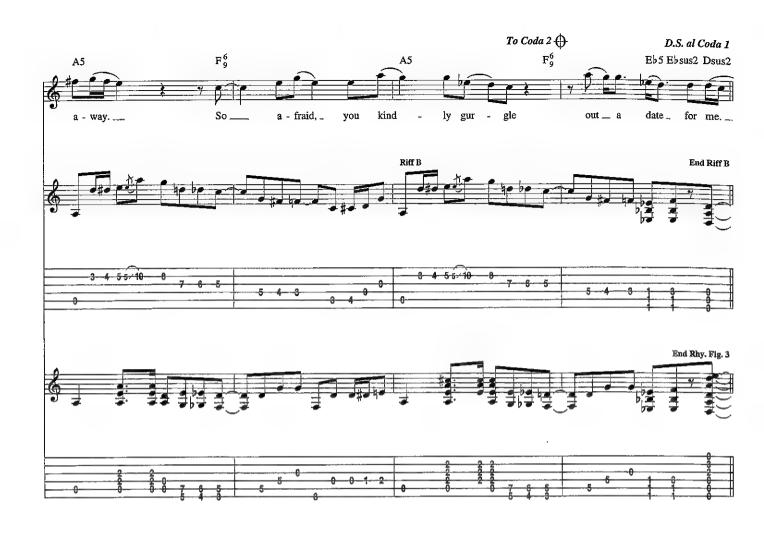


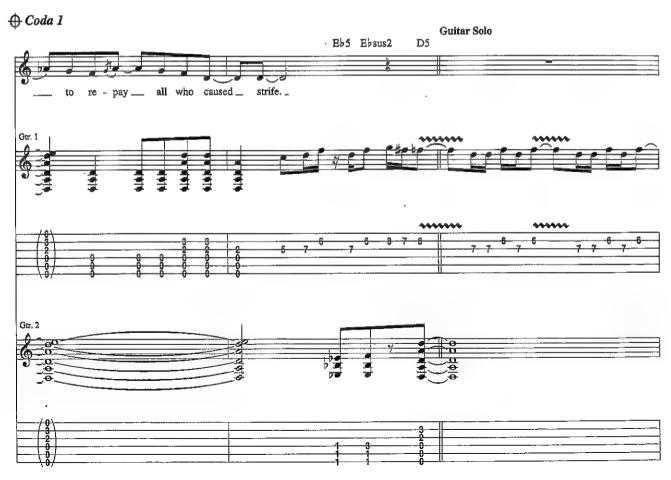
















Down in a Hole

By Jerry Cantrell













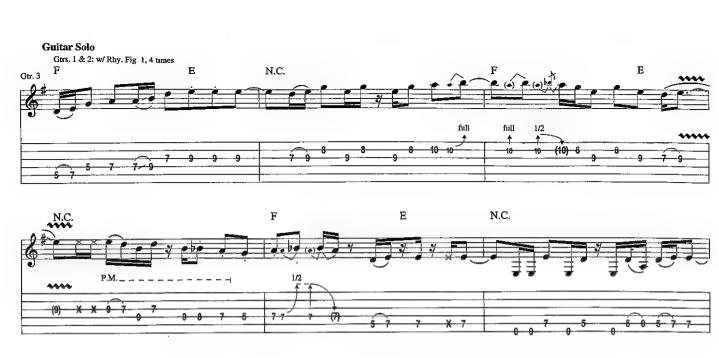


Angry Chair

By Layne Staley

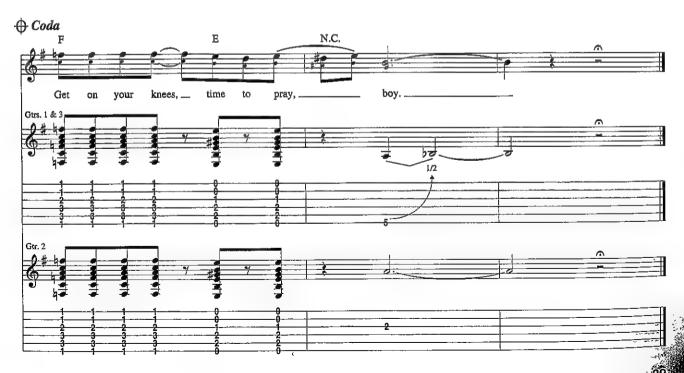












Rooster

By Jerry Cantrell













Got Me Wrong

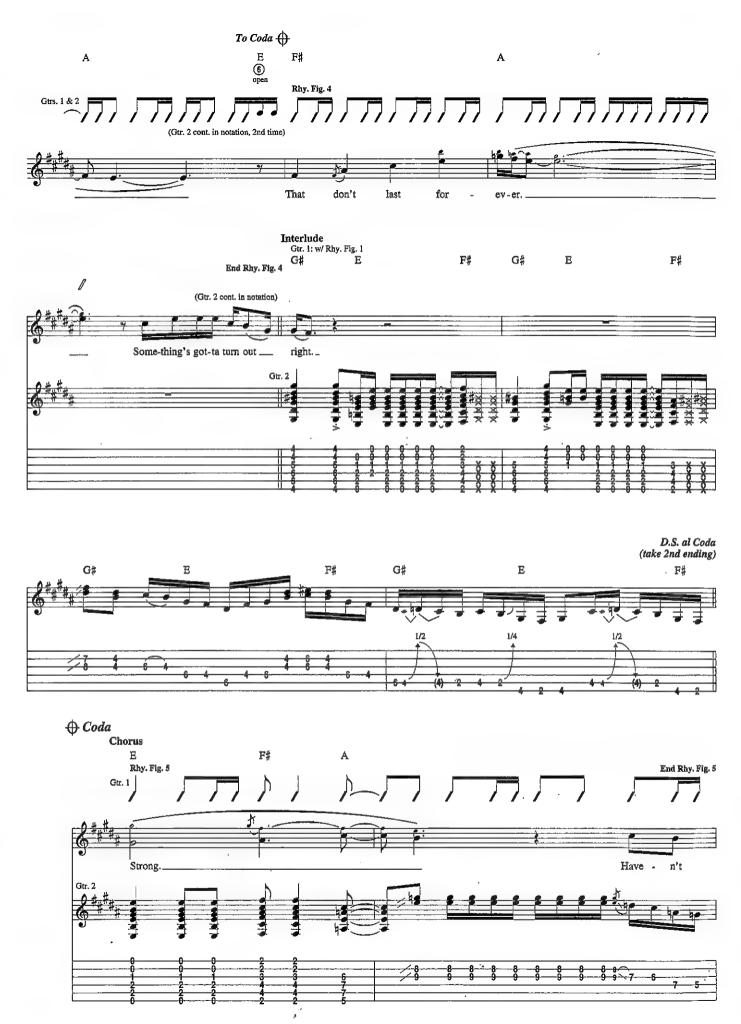
By Jerry Cantrell

Asus4

C#





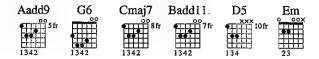


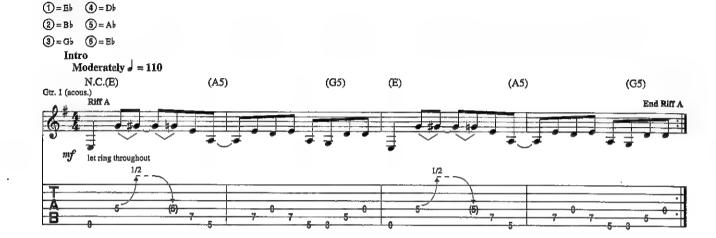


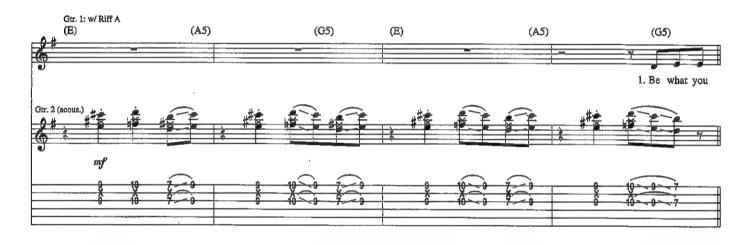
You, sugar taste, sweetness doesn't often touch my face.
 Stay if you please.
 You may not be here when I leave.

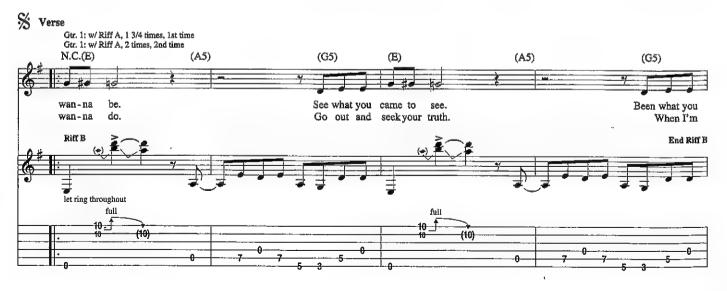
Heaven Beside You

Lyrics by Jerry Cantrell Music by Jerry Cantrell and Mike Inez

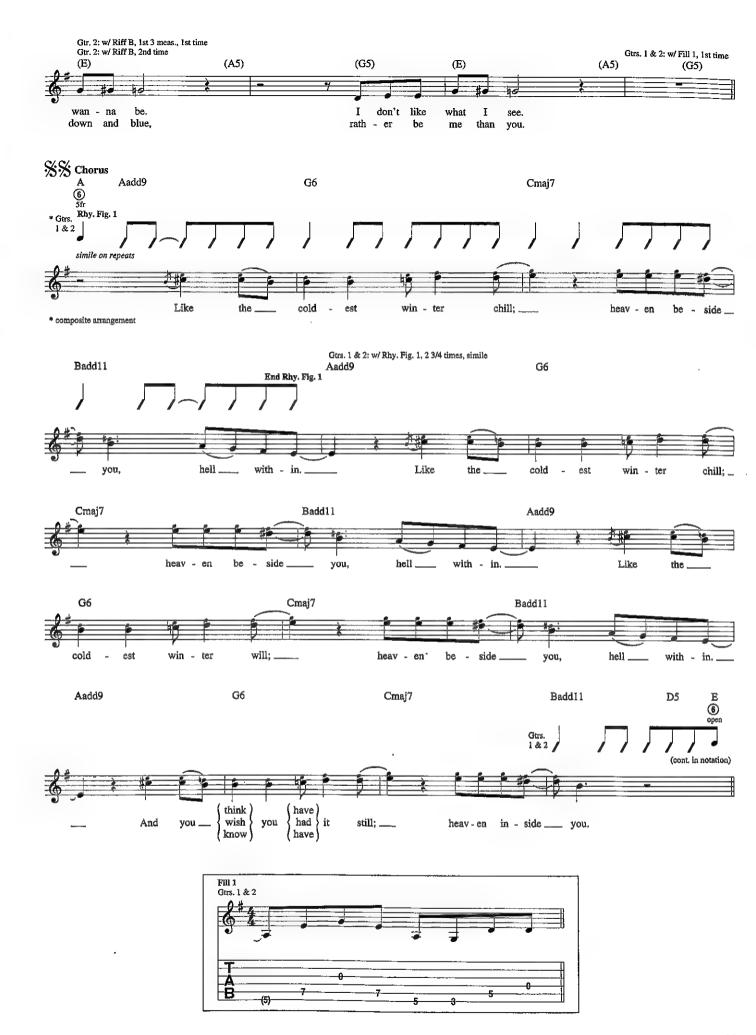


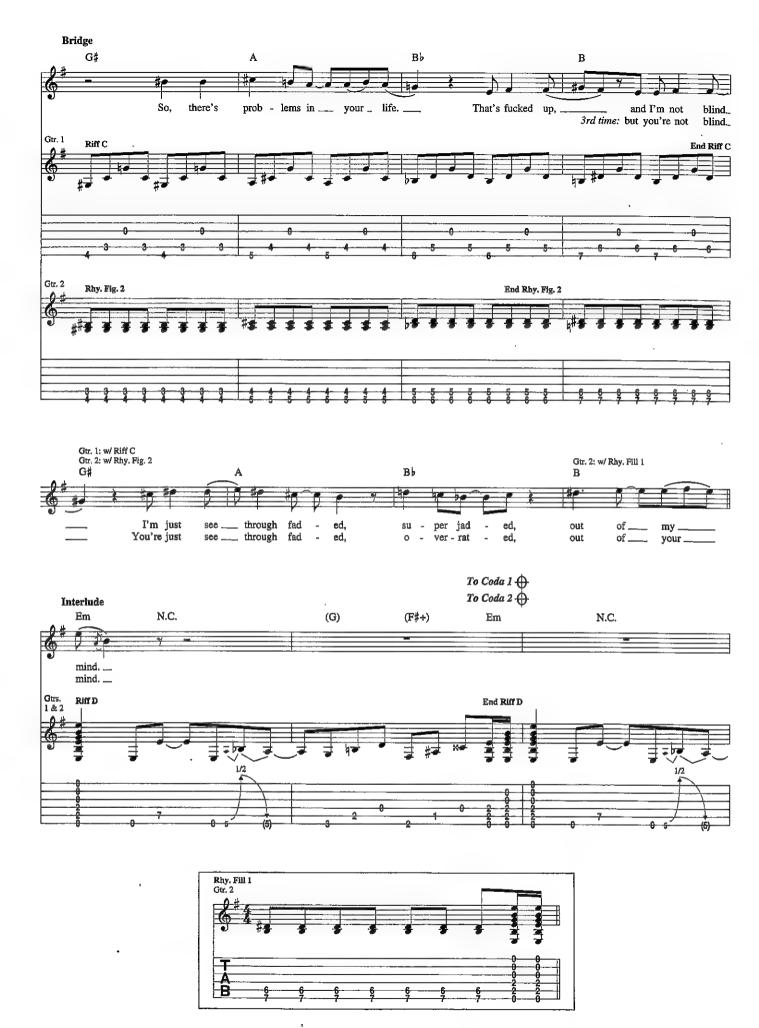




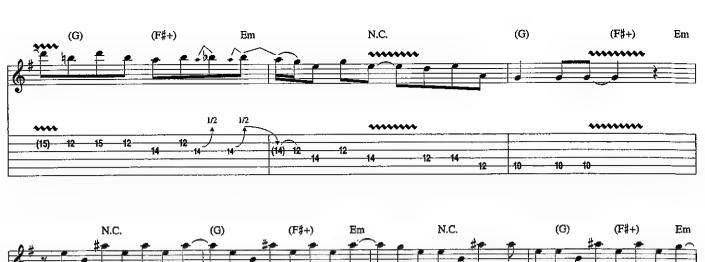


Tune Down 1/2 Step:

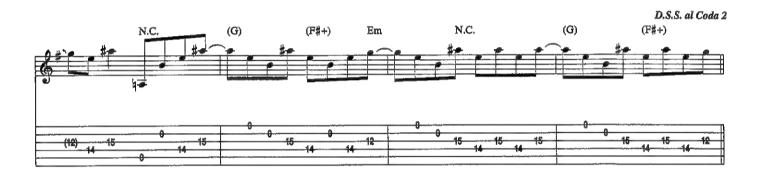


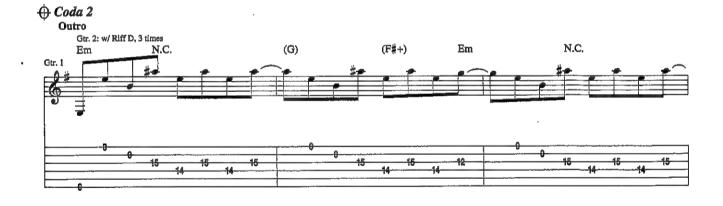


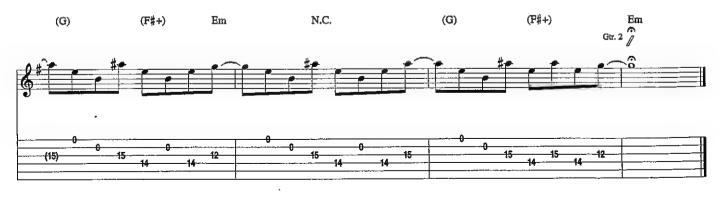




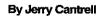


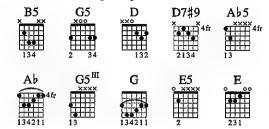






Would?

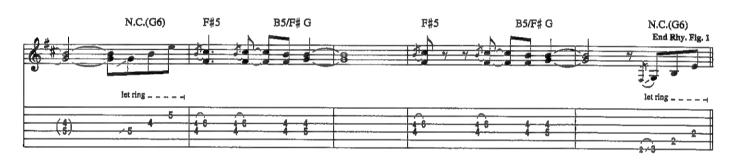


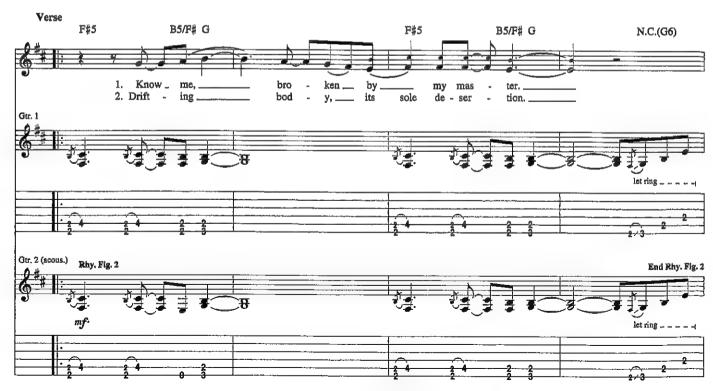


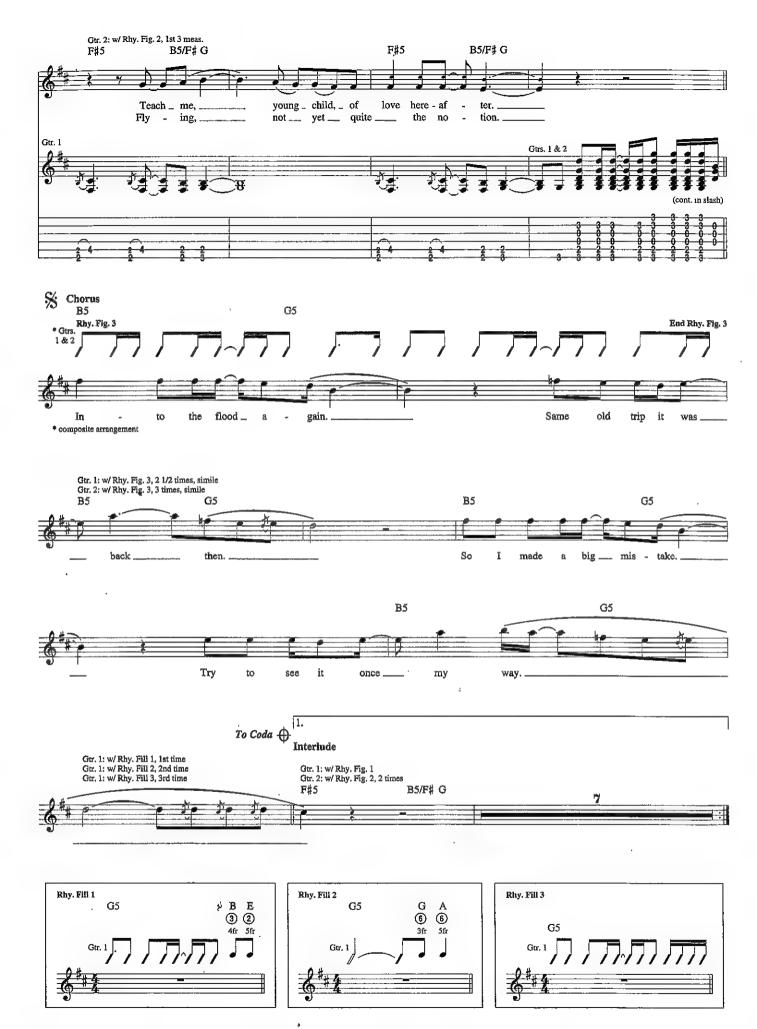
Tune Down 1/2 Step: (1) = Eb (4) = Db (2) = Bb (5) = Ab(3) = Gb (6) = Bb









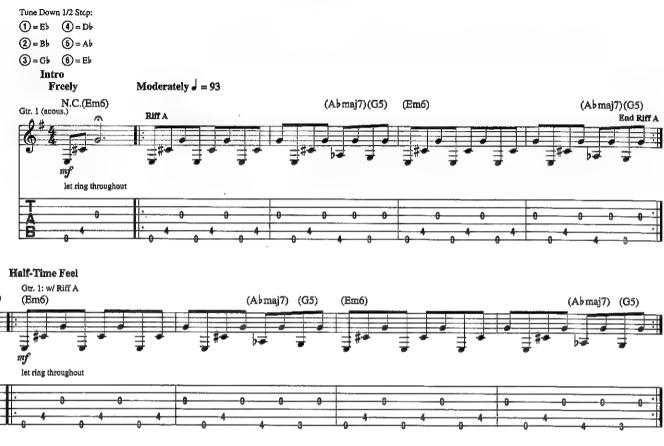


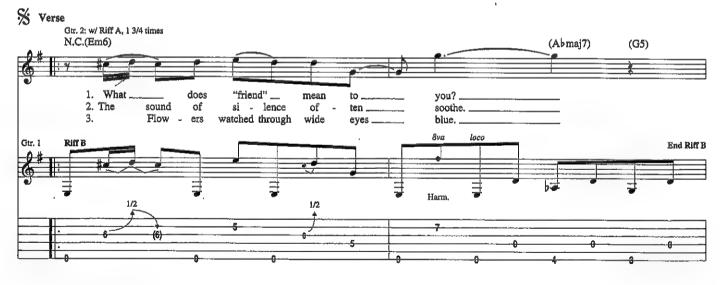


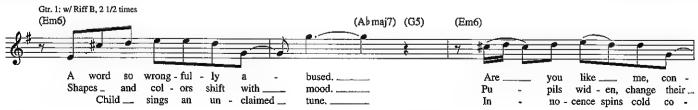
Frogs

Lyrics by Layne Staley Music by Jerry Cantrell, Sean Kinney and Mike Inez

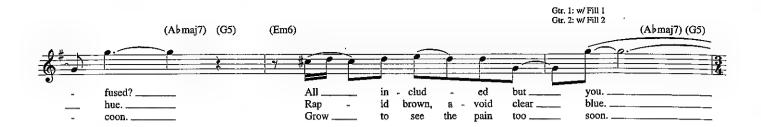


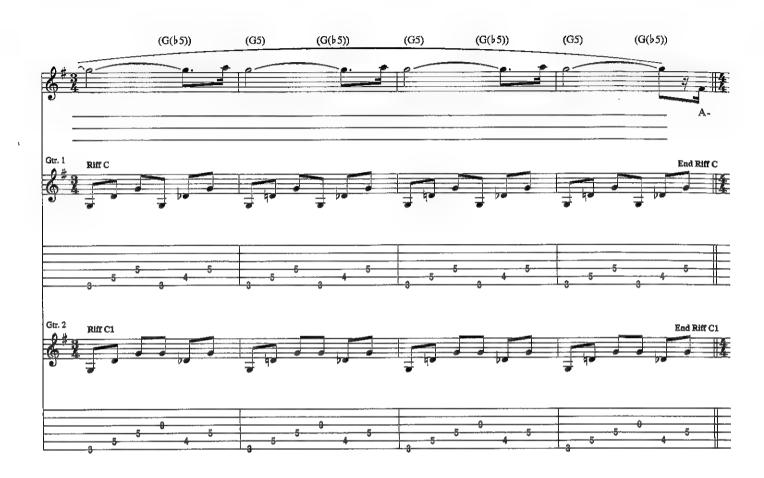


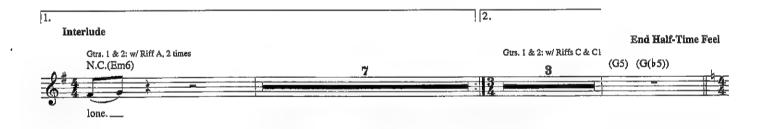


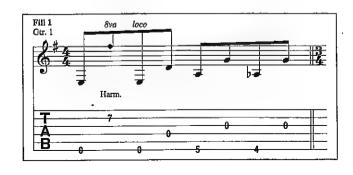


Gtr. 2















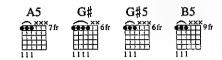


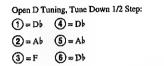


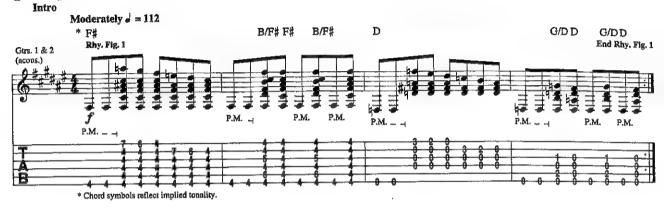
AB

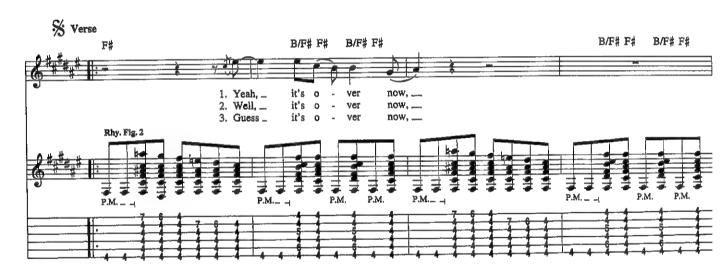
Over Now

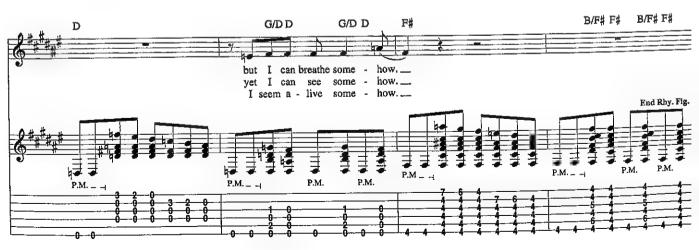
Lyrics by Jerry Cantrell
Music by Jerry Cantrell and Sean Kinney





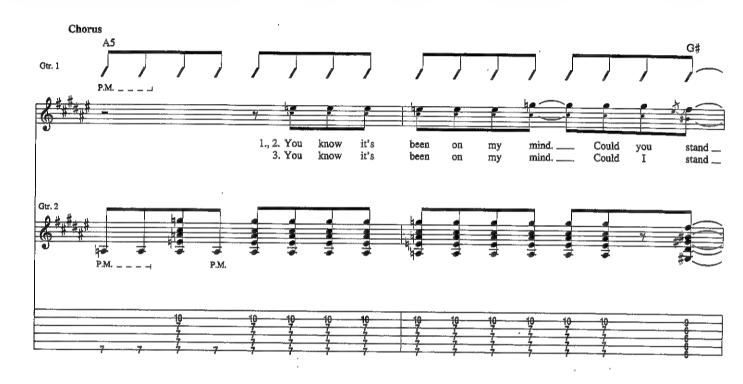


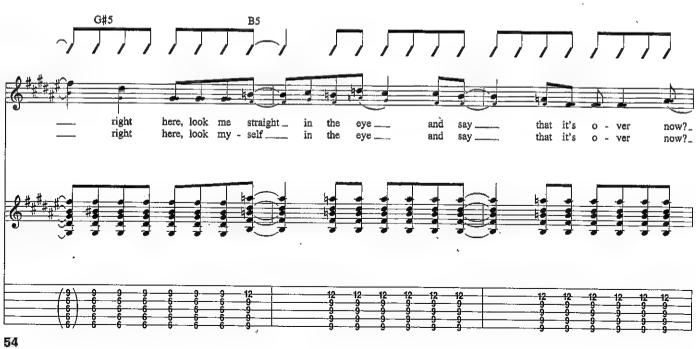


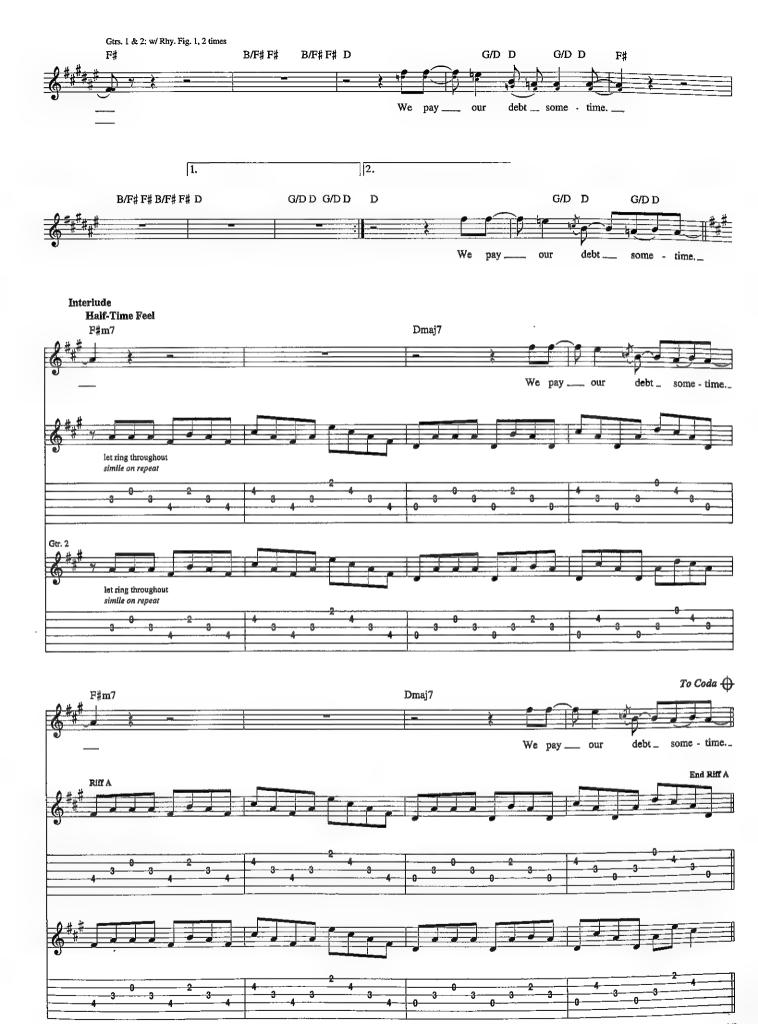


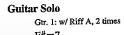




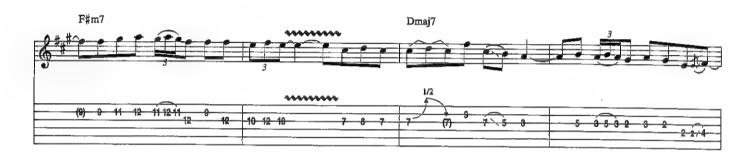




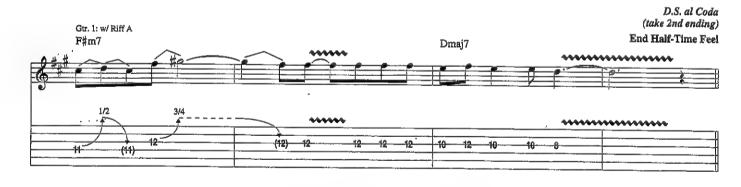


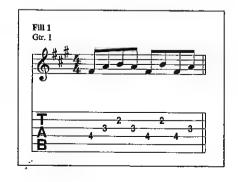




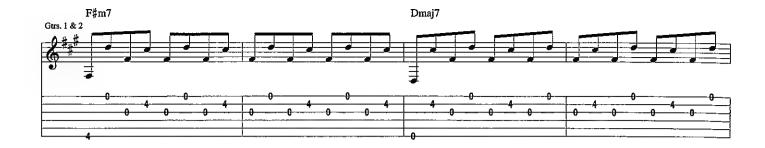


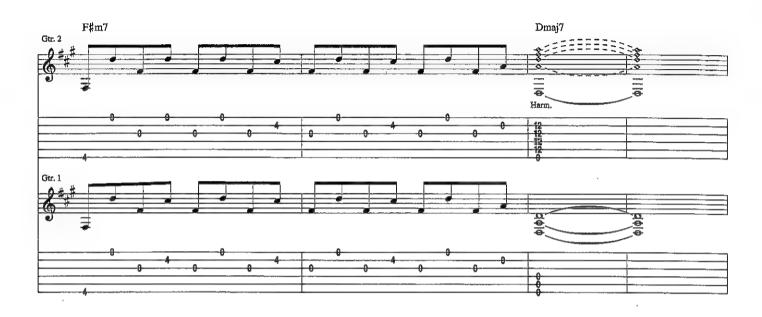


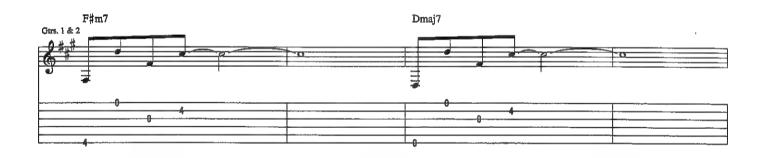


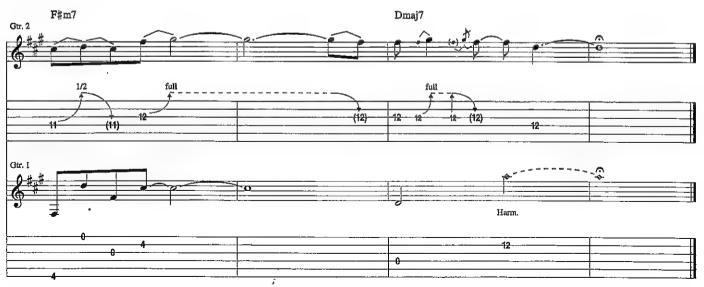








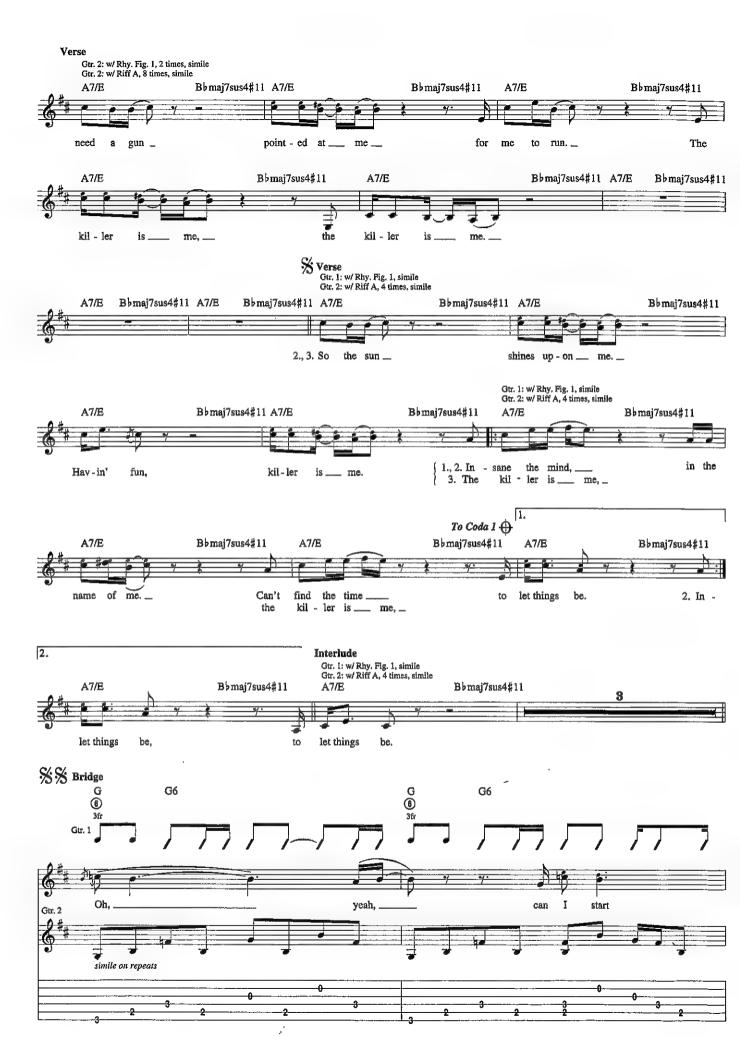




Killer Is Me

By Jerry Cantrell







5.7

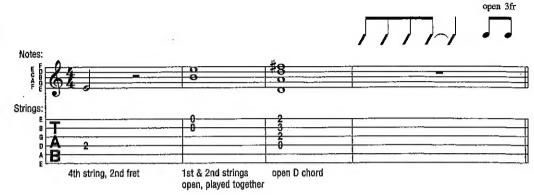
Guitar Notation Legend

Guitar Music can be notated three different ways: on a musical staff, in tablature, and in rhythm slashes.

RHYTHM SLASHES are written above the staff. Strum chords in the rhythm indicated. Use the chord diagrams found at the top of the first page of the transcription for the appropriate chord voicings. Round noteheads indicate single notes.

THE MUSICAL STAFF shows pitches and rhythms and is divided by bar lines into measures. Pitches are named after the first seven letters of the alphabet.

TABLATURE graphically represents the guitar fingerboard. Each horizontal line represents a a string, and each number represents a fret.



Definitions for Special Guitar Notation

HALF-STEP BEND: Strike the note and bend up 1/2 step.



BEND AND RELEASE: Strike the note and bend up as indicated, then release back to the original note. Only the first note is struck.



VIBRATO: The string is vibrated by rapidly bending and releasing the note with the fretting hand.



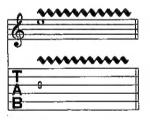
bend up one step.

PRE-BEND: Bend the note as indicated, then strike it.

WHOLE-STEP BEND: Strike the note and



WIDE VIBRATO: The pitch is varied to a greater degree by vibrating with the fretting



SHIFT SLIDE: Same as legato slide, except the second note is struck.



GRACE NOTE BEND: Strike the note and bend up as indicated. The first note does not take up any time.



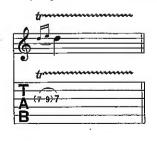
PRE-BEND AND RELEASE: Bend the note as indicated, Strike it and release the bend back to the original note.



HAMMER-ON: Strike the first (lower) note with one finger, then sound the higher note (on the same string) with another finger by fretting it without picking.



TRILL: Very rapidly alternate between the notes indicated by continuously hammering on and pulling off.



SLIGHT (MICROTONE) BEND: Strike the note and bend up 1/4 step.

E G 6



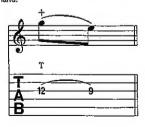
UNISON BEND: Strike the two notes simultaneously and bend the lower note up to the pitch of the higher.



PULL-OFF: Place both fingers on the notes to be sounded. Strike the first note and without picking, pull the finger off to sound the second (lower) note.



TAPPING: Hammer ("tap") the fret indicated with the pick-hand index or middle finger and pull off to the note fretted by the fret hand



T 7 3 B

LEGATO SLIDE: Strike the first note and then slide the same fret-hand finger up or

is not struck.

62

down to the second note. The second note

NATURAL HARMONIC: Strike the note while the fret-hand lightly touches the string directly over the fret indicated.

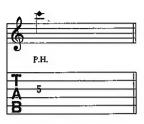
PINCH HARMONIC: The note is fretted normally and a harmonic is produced by adding the edge of the thumb or the tip of the index finger of the pick hand to the normal pick attack.

and a harmonic is produced by gently resting the rubbed down (or up) the string, producing pick hand's index finger directly above the indicated fret (in parentheses) while the pick hand's thumb or pick assists by plucking the appropriate string.

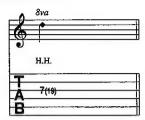
HARP HARMONIC: The note is fretted normally PICK SCRAPE: The edge of the pick is a scratchy sound.



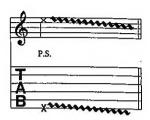
MUFFLED STRINGS: A percussive sound is produced by laying the fret hand across the string(s) without depressing, and striking them with the pick hand.



PALM MUTING: The note is partially muted by the pick hand lightly touching the string(s) just before the bridge.



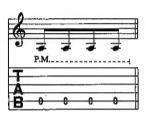
RAKE: Drag the pick across the strings indicated with a single motion.



TREMOLO PICKING: The note is picked as rapidly and continuously as possible.



ARPEGGIATE: Play the notes of the chord indicated by quickly rolling them from bottom to top.



VIBRATO BAR DIVE AND RETURN: The pitch of the note or chord is dropped a specified number of steps (in rhythm) then returned to the original pitch.

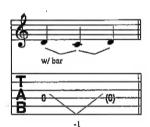


VIBRATO BAR SCOOP: Depress the bar just before striking the note, then quickly release the bar.



VIBRATO BAR DIP: Strike the note and then immediately drop a specified number of steps, then release back to the original pitch.









Additional Musical Definitions



(accent)

Accentuate note (play it louder)

Rhy. Fig.

· Label used to recall a recurring accompaniment pattern (usually chordal).



(accent)

· Accentuate note with great intensity

Riff

Label used to recall composed, melodic lines (usually single notes) which recur.



(staccato)

· Play the note short

FIII

· Label used to identify a brief melodic figure which is to be inserted into the arrangement.

Downstroke

Rhy. Fill

· A chordal version of a Fill.

· Upstroke

tacet

· instrument is silent (drops out).

D.S. al Coda

· Go back to the sign (%), then play until the measure marked "To Coda," then skip to the section labelled "Coda."

· Repeat measures between signs.

D.S. al Fine

Go back to the beginning of the song and play until the measure marked "Fine" (end).



When a repeated section has different endings, play the first ending only the first time and the second ending only the second time.

NOTE:

Tablature numbers in parentheses mean:

- 1. The note is being sustained over a system (note in standard notation is tied), or
- 2. The note is sustained, but a new articulation (such as a hammer-on, pull-off, slide or vibrato begins, or
- 3. The note is a barely audible "ghost" note (note in standard notation is also in parentheses).

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ISBN 0-7935-7240-1

